

What is claimed is:

1. A virtual encounter system comprising,  
a mannequin having life-like features, the mannequin  
5 comprises:

a body;

a camera coupled to the body the camera for sending  
video signals to a communications network; and

a microphone coupled to the body, the microphone for  
10 sending audio signals over the communications network;  
and

a set of goggles including a display to render the video  
signals received from the camera and a transducer to transduce  
the audio signals received from the microphone.

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2. The system of claim 1, wherein the mannequin is at a  
first location and the set of goggles is at a second location  
the system further comprising:

a second mannequin in the second location, the second  
20 mannequin having a second microphone and a second camera; and

a second set of goggles to receive the video signals from  
the first camera and a second earphone to receive the audio  
signals from the first microphone.

25 3. The system of claim 2, wherein the communications  
network comprises:

a first communication gateway in the first location; and

a second communication gateway in the second location,  
the second processor connected to the first processor via a  
30 network.

4. The system of claim 1, wherein the communications network comprises an interface having one or more channels for:

receiving the audio signals from the microphone;  
5 receiving the video signals from the camera;  
sending the audio signals to the set of goggles; and  
sending the audio signals to the transducer.

10 5. The system of claim 1, wherein the body includes an eye socket and the camera is positioned in the eye socket.

6. The system of claim 1, wherein the body includes an ear canal and the microphone is positioned within the ear  
15 canal.

7. The system of claim 1, wherein the set of goggles comprises a receiver to receive the video signals.

20 8. The system of claim 1, wherein the mannequin comprises a transmitter to wirelessly send the audio signals and the video signals to the communications network.

9. A method of having a virtual encounter, comprising:  
25 sending audio signals over a communications network, the audio signals being produced from a microphone coupled to a mannequin having life-like features;

sending video signals over the communications network,  
the video signals being produced from a camera coupled to the  
30 mannequin;

rendering the video signals received from the communications network using a display device embedded in a set of goggles; and

transducing the audio signals received from the communications network using a transducer embedded in the set of goggles.

10. The method of claim 9, further comprising:

sending audio signals to the communications network from a second microphone coupled to a second mannequin having life-like features;

sending video signals to the communications network from a second camera coupled to the second mannequin;

rendering the video signals received from the communications network onto a monitor coupled to a second set of goggles; and

transducing the audio signals received from the communications network using a second transducer embedded in the second set of goggles.

11. The method of claim 9 wherein the mannequin includes an eye socket and the camera is positioned in the eye socket.

12. The method of claim 9, wherein the mannequin includes an ear canal and further comprising positioning the microphone within the ear canal.

13. The method of claim 9, wherein the set of goggles comprises a receiver to receive the video signals.

14. The method of claim 9, wherein the mannequin further comprises a transmitter to wirelessly send the audio signals and the video signals to the communications network.